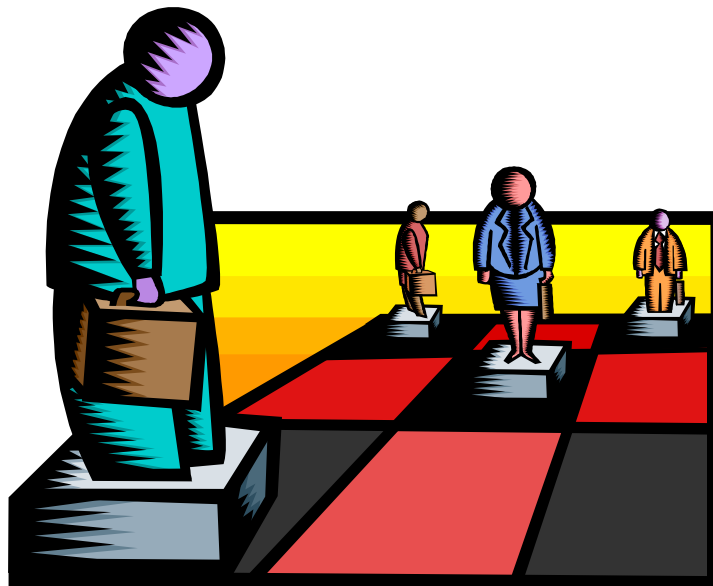


# CHECKERS



A BEGINNERS MANUAL FOR AN ANCIENT ART

# CHECKERS: A beginners manual for an ancient art <sup>TM</sup>

This text is not meant for tournament play. Although it contains information pertinent to tournament play, it is meant strictly as a general use guide for beginning checker players.

PUBLISHED BY PRINT FUTURES  
New Westminster, British Columbia  
Canada

ISBN: 131013101310

© SHEILA SATEL February 2006

# TABLE OF CONTENTS

History of Checkers or Draughts .....	4
Setting Up the Checkers Board.....	5
General Rules for Checkers .....	6
Forced Captures: .....	7
Crowning a King in Checkers.....	7
Checker Strategy .....	7
Touching Pieces .....	7
Exceptions.....	8
Drawn Games.....	8
Variations.....	9
Canadian Checkers.....	10
International Checkers .....	12
Italian Checkers .....	14
Pool Checkers .....	16
Russian Checkers.....	18
Straight Checkers .....	20
or English Draughts .....	20
Notes on .....	22
Other Variants.....	22
Spanish Checkers (Dama):.....	22
Damenspiel/German Checkers/Spanish Pool Checkers: .....	22
Giveaway Checkers (Losing Game): .....	22
Vague Comparison.....	23
Literal Comparison .....	24
International Draughts .....	24
Brazilian Checkers .....	24
Canadian Checkers.....	24
Pool Checkers .....	24
Russian Checkers .....	25
Italian Checkers .....	25
Suicide Checkers.....	25
Russian Poddavki Checkers.....	25

# HISTORY OF CHECKERS OR DRAUGHTS

Checkers or Draughts, as it is known in Great Britain, has ancient roots. It is thought that the earliest form of checkers was a game discovered in an archeological dig at Ur in Iraq. Carbon dating makes it appear that this game was played around 3000 B.C. However, the game used a slightly different board, a different number of pieces and no one is quite certain of the exact rules.

In Ancient Egypt a game called Alquerque, which had a 5X5 board was a common and much played game. Historians have traced it as far back as 1400 B.C. It was a game of such popularity that it was played all over the western world for thousands of years. Around 1100 a Frenchman got the idea of playing the game on a chess board. This meant expanding the number of pieces to 12 on a side. It was then called "Fierges" or "Ferses". It was soon found that making jumps mandatory made the game more challenging. The French called this version "Jeu Force". The older version was considered more of a social game for women and was called "Le Jeu Plaisant De Dames".

Now the rules for checkers were set and the game was exported to England and America. In Great Britain the game was called "Draughts". Books were written on the game in Spain as early as the mid 1500's and in England a mathematician named William Payne wrote his own treatise on Draughts in 1756.

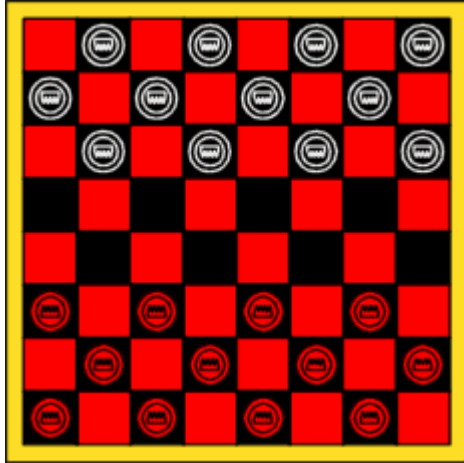
Through the years the game has retained its popularity. In 1847 the first world championship was awarded. Yet as time went on, it was realized that certain openings always gave one side an advantage. Thus, two move restrictions were developed for expert players that actually began the game in a random manner. Today even three move restrictions are used in tournament checkers.

Checkers first hit the computer programmers' radar screens even before World War II. Although computers were in a rudimentary stage of development, a famous pioneer, Alan Turing, created a basic program for checkers that required calculations be done on paper (because the computers themselves were not ready to be used in this fashion). The first program to actually be put on a computer was created in 1952 by Arthur L. Samuel.

As the years passed programs for checkers were improved primarily because of the ever increasing capacity and speed. Modern programs make use of data bases that show every possible combination of moves when 8 pieces are remaining on the board. This is thought in recent years to have been expanded to 10 pieces. This means that actual strategies needed by the program play less and less role and pure data base searches more and more. Computer programs have consistently played the best human players available to a series of draws (and even defeating them now and then). Today the game is as healthy as ever, with people all around the world playing at least a version of it. It can be good training in logic and thought and can be a lot of fun on a cold winter's evening, or in the summer shade of an oak tree at the local park.

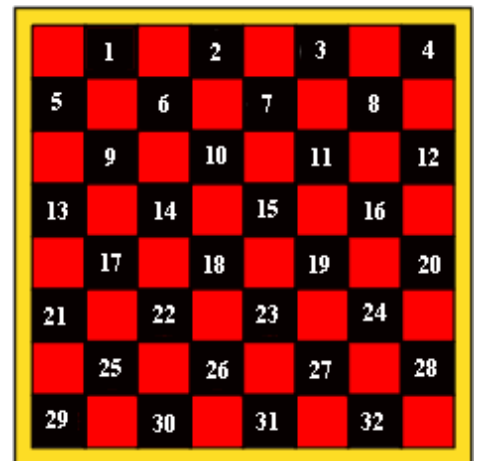
# SETTING UP THE CHECKERS BOARD

Checkers is played on a board made up of squares. They are laid out in eight columns and eight rows.



Checkers is a game for two players. Each player receives twelve, flat disk-like pieces which are placed on the black squares in the manner indicated in the diagram at the left. Be sure that a light colored square appears in the lower right hand corner of the board. The darker colored checkers are usually designated black, and the lighter color is designated white. Black always moves first. There is some advantage to moving first, but on the beginner level it is very slight.

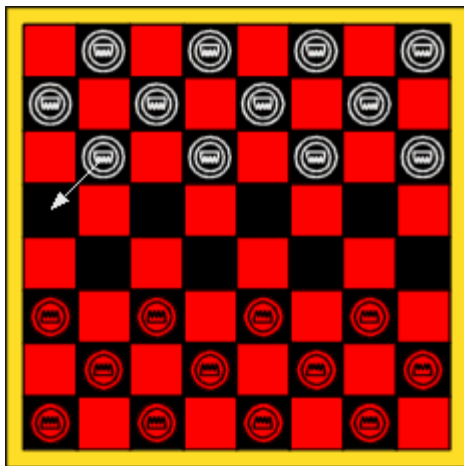
While playing, you may record your game by using checker notation. The black squares are numbered as indicated in the diagram on the right. To record a move, simply write down the square the move is from and then the number of the square where the piece was moved. This is seldom done in friendly games, but is essential in tournament play. It is also convenient for discussing games and strategies.



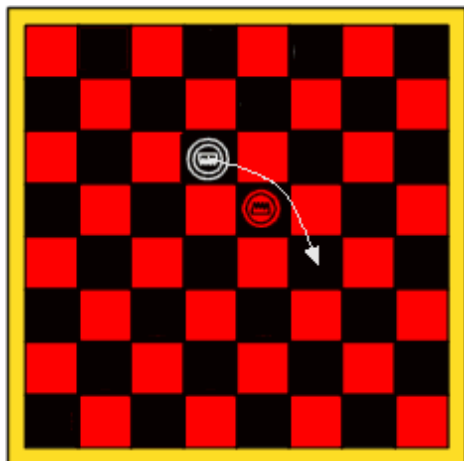
# GENERAL RULES FOR CHECKERS

Now that you have set up the board, you are ready to begin play. First, determine who is to be "black". You can use any method for this you wish, flip a coin, alternate, etc. However, the most common method in amateur play is for one of the players to take one color checker in each hand and hold out his hands before him. The other player chooses a hand, the color checker in that hand determines the color with which he plays.

The object is to eliminate all opposing checkers or to create a situation in which it is impossible for your opponent to make any move. Normally, the victory will be due to complete elimination.



Black moves first and play proceeds alternately. From their initial positions, checkers may only move forward. There are two types of moves that can be made, *capturing moves* and *non-capturing moves*. Non-capturing moves are simply a diagonal move forward from one square to an adjacent square. (Note that the red squares are never used.) Capturing moves occur when a player "jumps" an opposing piece. This is also done on the diagonal and can only happen when the square behind (on the same diagonal) is also open. This means that you may not jump an opposing piece around a corner.



On a capturing move, a piece may make multiple jumps. If after a jump a player is in a position to make another jump then he may do so. This means that a player may make several jumps in succession, capturing several pieces on a single turn.

## Forced Captures:

When a player is in a position to make a capturing move, he **MUST** make a capturing move. When he has more than one capturing move to choose from he may take whichever move suits him

## Crowning a King in Checkers

When a checker achieves the opponent's edge of the board (called the "king's row") it is crowned with another checker. This signifies that the checker has been made a king. The king now gains an added ability to **move backward**. The king may now also jump in either direction or even in both directions in one turn (if he makes multiple jumps).

If the player gets an uncrowned checker on the king's row because of a capturing move then he must stop to be crowned even if another capture seems to be available. He may then use his new king on his next move.

## Checker Strategy

Checkers is a straight-forward game in many ways. Yet, play can unfold in intricate layers. Every move opens untold possibilities and closes down untold more. Thus, it is well to keep a few strategies in mind when playing, even when it is just for fun.

First, always keep in mind the possibility of using the forced capture rule to maneuver your opponent into a position where he gives up two pieces for one of your own. Often a one piece advantage can make all the difference in the end game.

Second, always try to keep the lanes to your own king's row blocked to your opponent. Once either side gets a king, any uncrowned checker in the open is highly vulnerable.

Third, move between your own pieces and your opponent in order to move adjacent to an opposing checker without loss.

Of course, these are elementary ideas to the tournament player. To move beyond the beginner stage, a player will want to acquire a book on checkers and checker strategy.

## Touching Pieces

Official ACF rules, forbid the touching of pieces unless you move that piece. This is rigidly enforced in tournament play. If a piece is touched and committed in either direction, the move must be completed in that direction. The penalty for violating this rule, is forfeiture of the game.

## Exceptions

A player may "straighten" or adjust the pieces to the center of their squares, at any time. It is proper to "inform" your opponent and request to "straighten." It is also proper to honor that request.

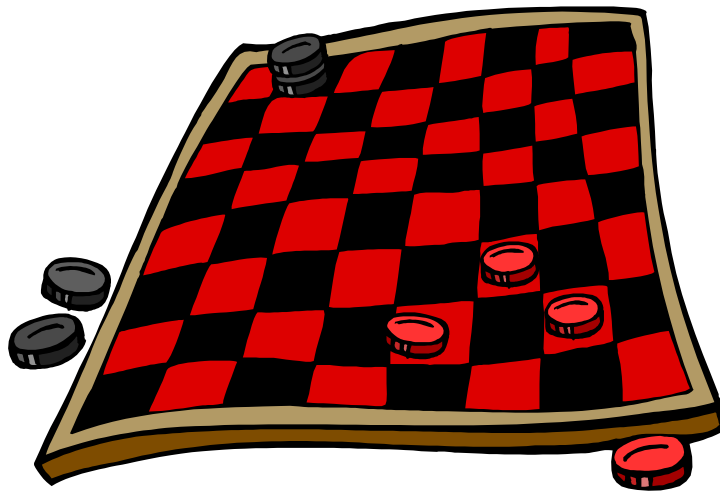
## Drawn Games

A draw may be offered at any time, by either player, and is considered drawn when both players agree. Wins are the same rule. A win is scored when an opponent must sacrifice his last man-OR cannot move, because all pieces are totally confined.

Talking or otherwise distracting your opponent, or other players, is generally not allowed, and can bring a stern warning from the referee, in tournament play. Along the way, many variations of the rules have become popular. English 10x10 checkers, has 10 rows of pieces. "Pool" checkers is very popular, and Italian checkers has it's own rules. Still another is "flying" kings"! It is ok to play by any of these, if mutually agreeable. We are-here-presenting the "official" ACF and "BDF" rules, that have governed the game for over 2 hundred years.

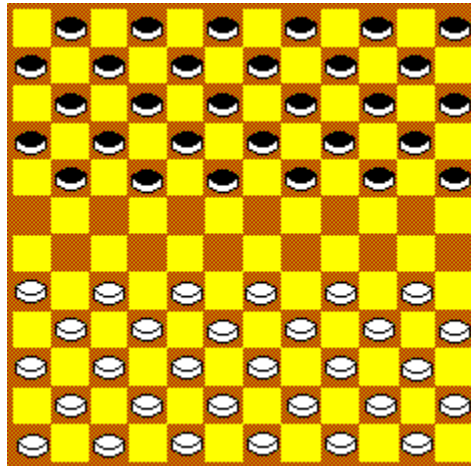
Checkers is a Gentlemen's game. Be courteous. Play by the rules, and ask your opponent to do the same-in a kind way.

# VARIATIONS



## Canadian Checkers

(Grand jeu de dames):  
Exactly like International Checkers, but on a 12x12 board



### Rules of Play

1. Canadian checkers is played on the dark squares only of a checkerboard of 144 alternating dark and light squares, (twelve rows, twelve files) by two opponents having 30 checkers each of contrasting colors, nominally referred to as black and white.
2. The board is positioned squarely between the players and turned so that a dark square is at each player's near left side. Each player places his checkers on the dark squares of the five rows nearest him. The player with the lighter checkers makes the first move of the game, and the players take turns thereafter, making one move at a time.
3. The object of the game is to prevent the opponent from being able to move when it is his turn to do so. This is accomplished either by capturing all of the opponent's checkers, or by blocking those that remain so that none of them can be moved. If neither player can accomplish this, the game is a draw.
4. Single checkers, known as men, move forward only, one square at a time in a diagonal direction, to an unoccupied square. Men capture by jumping over an opposing man on a diagonally adjacent square to the square immediately beyond, but may do so only if this square is unoccupied. Men may jump forward or backward, and may continue jumping as long as they encounter opposing checkers with unoccupied squares immediately beyond them. Men may never jump over checkers of the same color.
5. A man which reaches the far side of the board becomes a king. However, if it reaches the far side by means of a jump, and is able to jump backward away from the far side over another man or king, it must do so, and does not become a king. A man reaching the far side by jumping becomes a king only if its jump, or series of jumps, terminates there. When a man becomes a king the turn to move passes to the

other player, who must crown the new king by placing a checker of the same color atop it. A player is not permitted to make his own move until he crowns his opponent's king.

**6.** Kings move forward or backward any number of squares on a diagonal line to an unoccupied square. Kings capture from any distance along a diagonal line by jumping, forward or backward, over an opposing man or king with at least one unoccupied square immediately beyond it. The capturing king then lands on any one of these unoccupied squares (except as noted in rule 7) and continues jumping, if possible, either on the same line, or by making a right angle turn onto another diagonal line. Kings may never jump over checkers of the same color.

**7.** Whenever a player is able to make a capture he must do so. When there is more than one way to jump, a player must choose a sequence of jumps which results in the capture of the greatest possible number of opposing units, men and kings each counting as one unit. A "huff" of a checker for failure to jump properly is not permitted. The incorrect move must be retracted, and a correct move must be made. If possible, the correct move must be made with the man or king originally moved incorrectly.

**8.** A man or king may not jump over the same opposing man or king more than once.

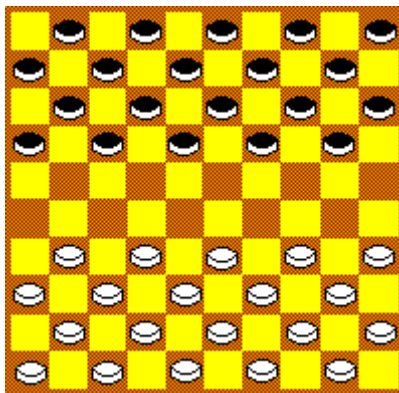
**9.** Captured checkers are not removed from the board until all jumps made on the move are completed, and the hand is removed from the capturing man or king.

(It is only in rare instances that rules 8 or 9 affect the play of a game. They can have the effect of reducing the number of captures possible on a move. In most of these cases a king is the capturing piece. On very rare occasions these rules, either separately or in combination, will result in a king being forced to terminate a series of jumps on a square from which it will then be captured by an opposing man or king which itself would have been captured were it not for these rules.)

**10.** Time limits for play are based on a fixed amount of time for a given number of moves, without regard to how much of this time is used on any one move. When the given number of moves has been made by each player, with neither having used up the allotted time, an additional allotment of time and moves is given to each. This continues until the conclusion of the game. Unused time is retained when a new allotment is given. A player loses a game if his time expires before he has completed the required number of moves.

## **International Checkers**

(or Draughts (Polish Checkers))



Played on a 10x10 board, oriented as in our English version. Ordinary pieces move only forward, but may capture backward (in short leaps as in the English version). A king can make long jumps (or a series of such jumps) when capturing. A king can make long jumps over a piece (or a series of such jumps over pieces), any distance in front of, or beyond the captured piece, if the way is clear of pieces. An ordinary piece which jumps onto the back row, must continue jumping off the back row, if possible; and it does not become a king until it lands on the back row at the end of a move (or jump).

### Rules of Play

- 1.** International checkers is played on the dark squares only of a checkerboard of 100 alternating dark and light squares, (ten rows, ten files) by two opponents having 20 checkers each of contrasting colors, nominally referred to as black and white.
- 2.** The board is positioned squarely between the players and turned so that a dark square is at each player's near left side. Each player places his checkers on the dark squares of the four rows nearest him. The player with the lighter checkers makes the first move of the game, and the players take turns thereafter, making one move at a time.
- 3.** The object of the game is to prevent the opponent from being able to move when it is his turn to do so. This is accomplished either by capturing all of the opponent's checkers, or by blocking those that remain so that none of them can be moved. If neither player can accomplish this, the game is a draw.
- 4.** Single checkers, known as men, move forward only, one square at a time in a diagonal direction, to an unoccupied square. Men capture by jumping over an opposing man on a diagonally adjacent square to the square immediately beyond, but may do so only if this square is unoccupied. Men may jump forward or backward, and may continue jumping as long as they encounter opposing checkers with unoccupied squares immediately beyond them. Men may never jump over checkers of the same color.
- 5.** A man which reaches the far side of the board becomes a king. However, if it reaches the far side by means of a jump, and is able to jump backward away from the far side over another man or king, it must do so, and does not become a king. A man reaching the far side by jumping becomes a king only if its jump, or series of jumps, terminates there. When a man becomes a king the turn to move passes to the

other player, who must crown the new king by placing a checker of the same color atop it. A player is not permitted to make his own move until he crowns his opponent's king.

**6.** Kings move forward or backward any number of squares on a diagonal line to an unoccupied square. Kings capture from any distance along a diagonal line by jumping, forward or backward, over an opposing man or king with at least one unoccupied square immediately beyond it. The capturing king then lands on any one of these unoccupied squares (except as noted in rule 7) and continues jumping, if possible, either on the same line, or by making a right angle turn onto another diagonal line. Kings may never jump over checkers of the same color.

**7.** Whenever a player is able to make a capture he must do so. When there is more than one way to jump, a player must choose a sequence of jumps which results in the capture of the greatest possible number of opposing units, men and kings each counting as one unit. A "huff" of a checker for failure to jump properly is not permitted. The incorrect move must be retracted, and a correct move must be made. If possible, the correct move must be made with the man or king originally moved incorrectly.

**8.** A man or king may not jump over the same opposing man or king more than once.

**9.** Captured checkers are not removed from the board until all jumps made on the move are completed, and the hand is removed from the capturing man or king.

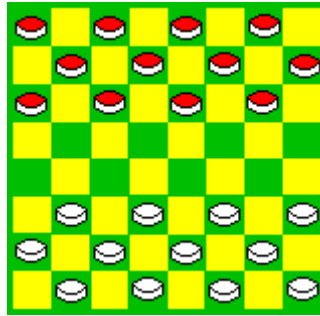
(It is only in rare instances that rules 8 or 9 affect the play of a game. They can have the effect of reducing the number of captures possible on a move. In most of these cases a king is the capturing piece. On very rare occasions these rules, either separately or in combination, will result in a king being forced to terminate a series of jumps on a square from which it will then be captured by an opposing man or king which itself would have been captured were it not for these rules.)

**10.** Time limits for play are based on a fixed amount of time for a given number of moves, without regard to how much of this time is used on any one move. When the given number of moves has been made by each player, with neither having used up the allotted time, an additional allotment of time and moves is given to each. This continues until the conclusion of the game. Unused time is retained when a new allotment is given. A player loses a game if his time expires before he has completed the required number of moves.

## **Italian Checkers**

Italian Checkers (Dama):

The board is rotated 90 degrees, so a double corner is to the left of each player. A king cannot be captured by an ordinary piece; kings can only be captured by kings. If you have a choice of jumps, you must capture the greatest number of pieces, or (if the number of captured pieces is equal) you must capture a king rather than an ordinary piece



### Rules of Play

- 1.** Italian checkers is played on the dark squares only of a standard checkerboard of 64 alternating dark and light squares, (eight rows, eight files) by two opponents having 12 checkers each of contrasting colors, nominally referred to as black and white.
- 2.** The board is positioned squarely between the players and turned so that a dark square is at each player's near right side. Each player places his checkers on the dark squares of the three rows nearest him. The player with the lighter checkers makes the first move of the game, and the players take turns thereafter, making one move at a time.
- 3.** The object of the game is to prevent the opponent from being able to move when it is his turn to do so. This is accomplished either by capturing all of the opponent's checkers, or by blocking those that remain so that none of them can be moved. If neither player can accomplish this, the game is a draw.
- 4.** Single checkers, known as men, move forward only, one square at a time in a diagonal direction, to an unoccupied square. Men capture by jumping over an opposing man on a diagonally adjacent square to the square immediately beyond, but may do so only if this square is unoccupied. Men may jump forward only, and may continue jumping as long as they encounter opposing checkers with unoccupied squares immediately beyond them. Men may never jump over checkers of the same color. Men may never jump over kings.
- 5.** A man which reaches the far side of the board, whether by means of a jump or a simple move, becomes a king, and the move terminates. The opponent must then crown the new king by placing a checker of the same color atop it. A player is not permitted to make his own move until he crowns his opponent's king.

**6.** Kings move forward or backward, one square at a time in a diagonal direction to an unoccupied square. Kings capture by jumping, forward or backward, over an opposing man or king on a diagonally adjacent square to the square immediately beyond, but may do so only if this square is unoccupied. Kings may continue jumping as long as they encounter opposing checkers with unoccupied squares immediately beyond them. Kings may never jump over checkers of the same color. They may never jump over the same opposing man or king more than once.

**7.** Whenever a player is able to make a capture he must do so.

**a)** If there is more than one way to jump, a player must choose a sequence of jumps which results in the capture of the greatest possible number of opposing units, men and kings each counting as one unit.

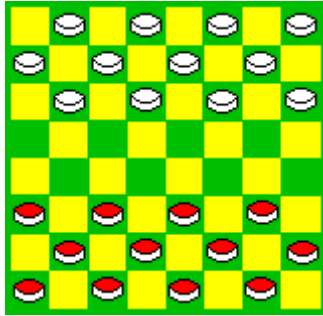
**b)** If there is more than one way to capture the greatest possible number of opposing units, the capture must be made with a king, if possible, rather than with a single man.

**c)** If there is more than one way for the greatest possible number of units to be captured by a king, the most kings must be captured.

**d)** If there is more than one way for the greatest and most powerful forces to be captured, a capture which results in a king being captured earliest in the sequence of jumps must be chosen.

A "huff" of a checker for failure to jump properly is not permitted. The incorrect move must be retracted, and a correct move must be made. If possible, the correct move must be made with the man or king originally moved incorrectly.

## Pool Checkers



### Rules of Play

1. Pool checkers, also known as Spanish pool checkers, is played on the dark squares only of a standard checkerboard of 64 alternating dark and light squares, (eight rows, eight files) by two opponents having 12 checkers each of contrasting colors, nominally referred to as black and white.
2. The board is positioned squarely between the players and turned so that a dark square is at each player's near left side. Each player places his checkers on the dark squares of the three rows nearest him. The player with the darker checkers makes the first move of the game, and the players take turns thereafter, making one move at a time.
3. The object of the game is to prevent the opponent from being able to move when it is his turn to do so. This is accomplished either by capturing all of the opponent's checkers, or by blocking those that remain so that none of them can be moved. If neither player can accomplish this, the game is a draw.
4. Single checkers, known as men, move forward only, one square at a time in a diagonal direction, to an unoccupied square. Men capture by jumping over an opposing man on a diagonally adjacent square to the square immediately beyond, but may do so only if this square is unoccupied. Men may jump forward or backward, and may continue jumping as long as they encounter opposing checkers with unoccupied squares immediately beyond them. Men may never jump over checkers of the same color.
5. A man which reaches the far side of the board becomes a king. However, if it reaches the far side by means of a jump, and is able to jump backward away from the far side over another man or king, it must do so, and does not become a king. A man reaching the far side by jumping becomes a king only if its jump, or series of jumps, terminates there. When a man becomes a king the turn to move passes to the other player, who must crown the new king by placing a checker of the same color atop it. A player is not permitted to make his own move until he crowns his opponent's king,
6. Kings move forward or backward any number of squares on a diagonal line to an unoccupied square. Kings capture from any distance along a diagonal line by jumping, forward or backward, over an opposing man or king with at least one unoccupied square immediately beyond it. The capturing king then lands on any one of these unoccupied squares (except as noted in rule 7) and continues jumping, if possible, either on the same line, or by making a right angle turn onto another diagonal line. Kings may never jump over checkers of the same color.

**7.** Whenever a player is able to make a capture he must do so. When there is more than one way to jump, a player may choose any way he wishes, not necessarily the one which results in the capture of the greatest number of opposing units. When a king jumps over an opposing man or king with more than one unoccupied square immediately beyond it, it must land on a square from which it is possible to continue jumping, if there is such a square. If there is more than one such square, any may be chosen.

However, once a player chooses a sequence of captures, he must make all the captures possible in that sequence. He may not leave one or more checkers uncaptured that he could capture simply by continuing to jump. A "huff" of a checker for failure to jump properly is not permitted as it was in the past. The incorrect move must be retracted, and a correct move must be made. If possible, the correct move must be made with the man or king originally moved incorrectly.

**8.** A man or king may not jump over the same opposing man or king more than once.

**9.** Captured checkers are not removed from the board until all jumps made on the move are completed, and the hand is removed from the capturing man or king.

(It is only in rare instances that rules 8 or 9 affect the play of a game. They can have the effect of reducing the number of captures possible on a move. In most of these cases a king is the capturing piece. On very rare occasions these rules, either separately or in combination, will result in a king being forced to terminate a series of jumps on a square from which it will then be captured by an opposing man or king which itself would have been captured were it not for these rules.)

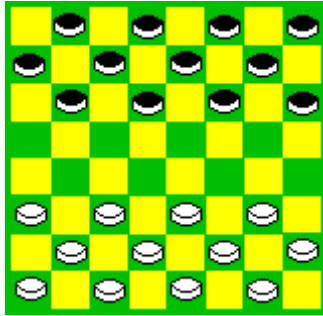
**10.** Whenever a situation arises in which one player has three kings and the other one king, no other checkers remaining on the board, a count is begun of the moves made by the lone king. If the lone king is able to make 13 moves the game is a draw, even if the next move by the opponent would be the capture of the lone king. (In general, a win is possible only if the side with three kings has possession of the diagonal line running from the lower left corner to the upper right corner.)

**11.** Time limits for play may be based on a fixed amount of time for each move, with less time allowed for situations in which there is one, and only one, capturing move possible, or on a fixed amount of time for a given number of moves, without regard to how much of this time is used on any one move. When the latter method is used, and the given number of moves has been made by each player, with neither having used up the allotted time, an additional allotment of time and moves is given to each. This continues until the conclusion of the game. Unused time is retained when a new allotment is given. A player loses a game if his time expires before he has completed the required number of moves.

## Russian Checkers

Russian Checkers (Shashki):

Like Damenspiel, except that capturing is not forced. And a piece becomes a queen when it touches the king row, even if it continues to jump off the king row on that move.



### Rules of Play

1. Russian checkers is played on the dark squares only of a standard checkerboard of 64 alternating dark and light squares, (eight rows, eight files) by two opponents having 12 checkers each of contrasting colors, nominally referred to as black and white.
2. The board is positioned squarely between the players and turned so that a dark square is at each player's near left side. Each player places his checkers on the dark squares of the three rows nearest him. The player with the lighter checkers makes the first move of the game, and the players take turns thereafter, making one move at a time.
3. The object of the game is to prevent the opponent from being able to move when it is his turn to do so. This is accomplished either by capturing all of the opponent's checkers, or by blocking those that remain so that none of them can be moved. If neither player can accomplish this, the game is a draw.
4. Single checkers, known as men, move forward only, one square at a time in a diagonal direction, to an unoccupied square. Men capture by jumping over an opposing man on a diagonally adjacent square to the square immediately beyond, but may do so only if this square is unoccupied. Men may jump forward or backward, and may continue jumping as long as they encounter opposing checkers with unoccupied squares immediately beyond them. Men may never jump over checkers of the same color.
5. A man which reaches the far side of the board becomes a king. If it reaches the far side by means of a jump, it continues jumping as a king on the same move, if possible, and remains a king at the end of the jumping sequence. When a man becomes a king the turn to move passes to the other player, who must crown the new king by placing a checker of the same color atop it. A player is not permitted to make his own move until he crowns his opponent's king.

**6.** Kings move forward or backward any number of squares on a diagonal line to an unoccupied square. Kings capture from any distance along a diagonal line by jumping, forward or backward, over an opposing man or king with at least one unoccupied square immediately beyond it. The capturing king then lands on any one of these unoccupied squares (except as noted in rule 7) and continues jumping, if possible, either on the same line, or by making a right angle turn onto another diagonal line. Kings may never jump over checkers of the same color.

**7.** Whenever a player is able to make a capture he must do so. When there is more than one way to jump, a player may choose any way he wishes, not necessarily the one which results in the capture of the greatest number of opposing units. When a king jumps over an opposing man or king with more than one unoccupied square immediately beyond it, it must land on a square from which it is possible to continue jumping, if there is such a square. If there is more than one such square, any may be chosen.

However, once a player chooses a sequence of captures, he must make all the captures possible in that sequence. He may not leave one or more checkers uncaptured that he could capture simply by continuing to jump. A "huff" of a checker for failure to jump properly is not permitted. The incorrect move must be retracted, and a correct move must be made. If possible, the correct move must be made with the man or king originally moved incorrectly.

**8.** A man or king may not jump over the same opposing man or king more than once.

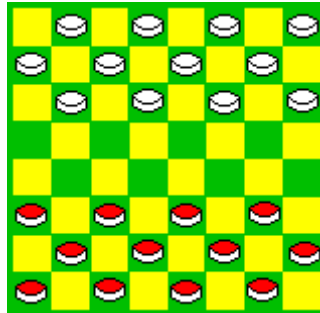
**9.** Captured checkers are not removed from the board until all jumps made on the move are completed, and the hand is removed from the capturing man or king.

(It is only in rare instances that rules 8 or 9 affect the play of a game. They can have the effect of reducing the number of captures possible on a move. In most of these cases a king is the capturing piece. On very rare occasions these rules, either separately or in combination, will result in a king being forced to terminate a series of jumps on a square from which it will then be captured by an opposing man or king which itself would have been captured were it not for these rules.)

**10.** Whenever a situation arises in which one player has three kings and the other one king, no other checkers remaining on the board, a count is begun of the moves made by the stronger side. If the lone king is not captured by the end of the fifteenth move by the stronger side, the game is a draw. (In general, a win is possible only if the side with three kings has possession of the diagonal line running from the lower left corner to the upper right corner.)

**11.** Time limits for play are based on a fixed amount of time for a given number of moves, without regard to how much of this time is used on any one move. When the given number of moves has been made by each player, with neither having used up the allotted time, an additional allotment of time and moves is given to each. This continues until the conclusion of the game. Unused time is retained when a new allotment is given. A player loses a game if his time expires before he has completed the required number of moves.

## ***Straight Checkers or English Draughts***



### Rules of Play

**1.** Straight checkers, also known as English draughts, is played on the dark squares only of a standard checkerboard of 64 alternating dark and light squares, (eight rows, eight files) by two opponents having 12 checkers each of contrasting colors, nominally referred to as black and white.

(Serious checker players generally use red and white checkers, and green and yellow checkerboards. These colors have been designated as official by the American Checker Federation. In any case, colors of the checkers and the board should be different in order to provide good contrast, and especially to avoid such combinations as black checkers on black squares.)

**2.** The board is positioned squarely between the players and turned so that a dark square is at each player's near left side. Each player places his checkers on the dark squares of the three rows nearest him. The player with the darker checkers makes the first move of the game, and the players take turns thereafter, making one move at a time.

**3.** The object of the game is to prevent the opponent from being able to move when it is his turn to do so. This is accomplished either by capturing all of the opponent's checkers, or by blocking those that remain so that none of them can be moved. If neither player can accomplish this, the game is a draw.

**4.** Single checkers, known as men, move forward only, one square at a time in a diagonal direction, to an unoccupied square. Men capture by jumping over an opposing man on a diagonally adjacent square to the square immediately beyond, but may do so only if this square is unoccupied. Men may jump forward only, and may continue jumping as long as they encounter opposing checkers with unoccupied squares immediately beyond them. Men may never jump over checkers of the same color.

**5.** A man which reaches the far side of the board, whether by means of a jump or a simple move, becomes a king, and the move terminates. The opponent must then crown the new king by placing a checker of the same color atop it. A player is not permitted to make his own move until he crowns his opponent's king.

**6.** Kings move forward or backward, one square at a time in a diagonal direction to an unoccupied square. Kings capture by jumping, forward or backward, over an opposing man or king on a diagonally adjacent square to the square immediately beyond, but may do so only if this square is unoccupied. Kings may continue jumping as long as they encounter opposing checkers with unoccupied squares immediately beyond them. Kings may never jump over checkers of the same color. They may never jump over the same opposing man or king more than once.

**7.** Whenever a player is able to make a capture he must do so. When there is more than one way to jump, a player may choose any way he wishes, not necessarily the one which results in the capture of the greatest number of opposing units. However, once a player chooses a sequence of captures, he must make all the captures possible in that sequence. He may not leave one or more checkers uncaptured that he could capture simply by continuing to jump. A "huff" of a checker for failure to jump properly is not permitted as it was in the past. The incorrect move must be retracted, and a correct move must be made. If possible, the correct move must be made with the man or king originally moved incorrectly.

**8.** Time limits for play may be based on a fixed amount of time for each move, with less time allowed for situations in which there is one, and only one, capturing move possible, or on a fixed amount of time for a given number of moves, without regard to how much of this time is used on any one move. When the latter method is used, and the given number of moves has been made by each player, with neither having used up the allotted time, an additional allotment of time and moves is given to each. This continues until the conclusion of the game. Unused time is retained when a new allotment is given. A player loses a game if his time expires before he has completed the required number of moves.

# NOTES ON OTHER VARIANTS

The 100-square version of checkers is the main one in the Netherlands, and is very popular there. The Netherlands and Russia, and the former Soviet Union, which subsidized checkers, have produced the best players, including the world champions for the past 40 years.

## ***Spanish Checkers (Dama):***

The board is rotated 90 degrees, so a double corner is to the left of each player. A king cannot be captured by an ordinary piece; kings can only be captured by kings. If you have a choice of jumps, you must capture the greatest number of pieces, or (if the number of captured pieces is equal) you must capture a king rather than an ordinary piece. A king can move any distance along a diagonal, if not blocked. A king can make long jumps over a piece, any distance beyond the captured piece, if the way is clear of pieces.

## ***Damenspiel/German Checkers/Spanish Pool Checkers:***

Exactly like International Checkers, but on an 8x8 board. A promoted piece is called a queen (dame).

## ***Giveaway Checkers (Losing Game):***

Like our English version, except the object is to give away all of your pieces.

## VAGUE COMPARISON

<b>Variant</b>	<b>Dimensions of board</b>	<b># of pieces on each side</b>	<b>Side of dark square</b>	<b>Which piece moves first</b>	<b>Can men capture backwards?</b>	<b>Can men capture kings?</b>
English/American	8×8	12	Left	Darker color	No	Yes
Brazilian	8×8	12	Right	Lighter color	Yes	Yes
Canadian	12×12	30	Left	Lighter color	Yes	Yes
International	10×10	20	Left	Lighter color	Yes	Yes
Italian	8×8	12	Right	Lighter color	No	No
Russian	8×8	12	Right	Lighter color	Yes	Yes
Spanish	8×8	12	Right	Lighter color	No	Yes
Pool	8×8	12	Left	Darker color	Yes	Yes
Turkish	8×8	16	Right	Lighter color	Yes	Yes

---

## LITERAL COMPARISON

### ***International Draughts***

The board size is 10x10 with 20 pieces on each side and has flying kings. If there are many sequences to capture, you have to capture the sequence that has the most pieces. If a man touches the kings row from a jump and it can continue to jump backwards, it have to jump backwards, but it is not kinged. It is mainly played in the Netherlands, France, some eastern European countries, some parts of Africa, some parts of the former USSR, and other European countries. This is the most popular variant of draughts.

### ***Brazilian Checkers***

Exactly the same rules as international draughts, but it's played on a 8x8 board. It is mainly played in Brazil.

### ***Canadian Checkers***

Exactly the same rules as international draughts, but it's played on a 12x12 board with 30 pieces on each side. It is mainly played in Canada.

### ***Pool Checkers***

Exactly the same rules as Brazilian checkers but does not have the "capture the sequence that has the most pieces" rule. It is mainly played in the South-Eastern states in the United States.  
Spanish checkers

**Also called Spanish pool checkers.**

Exactly the same rules as Brazilian checkers, but if there are many sequences to capture, you have to capture the sequence that has the most pieces. If there are still more sequences, you have to capture the sequence that has the most kings. The board is mirrored (the left side is flipped to the right side and vice versa). It is mainly played in some parts in South America and some Northern African countries.

### ***Russian Checkers***

Also called shashki checkers or Russian shashki checkers. Exactly the same rules as pool checkers, but if a man touches the kings row from a jump and it can continue to jump backwards, it have to jump backwards as kings, not men. It is mainly played in some parts in Russia, some parts of the former USSR, and Israel.

### ***Italian Checkers***

Men cannot jump kings and men cannot jump backwards. If there are many sequences to capture, one has to capture the sequence that has the most pieces. If there are still more sequences, one has to capture with a king instead of a man. If there are still more sequences, one has to capture the sequence that has the most kings. If there are still more sequences, one has to capture the sequence that has a king first. The board is mirrored (the left side is flipped to the right side and vice versa). It is mainly played in Italy, and some Northern African countries.

### ***Suicide Checkers***

Also called giveaway checkers or losing draughts. You have to give away all of your pieces or block all of your pieces to win.

### ***Russian Poddavki Checkers***

Suicide version of Russian checkers.